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AMENDMENTS TO THE CLAIMS

Please add or amend the claims to read as follows, and cancel without prejudice or disclaimer to resubmission in a divisional or continuation application claims indicated as cancelled:

1. (Currently Amended) A gambling game system, comprising:

a central station including a plurality of betting-type game devices each involving an element of chance, and an electronic camera for each game device;

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a plurality of player stations remotely located with respect to said central station, each of said player stations including a monitor for displaying a selected game device at the central station, and input means for selecting a game device, ~~and~~ placing a bet by a player at the player's station relating to an action involving an element of chance to occur at the selected game device and effectuating said action; and

data processing means for:

- (a) establishing communication between said central station and each of said player stations;
 - (b) enabling a player at each player station via the input means at the player station to select a game device at the central station, to see via the monitor at the player station what occurs at the selected game device, and to place a bet via the input means at the player station relating to the action involving an element of chance to occur at the selected game device;
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- (c) displaying in the monitor at the player's station the action involving an element of chance as the action occurs at the selected game device, taken by said electronic camera;
- (d) determining whether the action, after it occurs, resulted in a "win" or "loss" of the placed bet; and
- (e) maintaining a current account for the player in which each win is registered as a credit, and each loss is registered as a debit, according to the rules and rates of the selected game device;

wherein said monitor is adapted to display a movie picture taken from said electronic camera.

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- 2. (Original) The system according to claim 1, wherein: said central station also includes a microphone at each game device ; each of said player stations also including a speaker enabling a player at each player station to hear, as well as to see, what occurs at the selected game device as it occurs at the central casino.
 - 3. (Original) The system according to claim 1, wherein said current account for the player is continuously displayed and updated at the respective player station.
 - 4. (Original) The system according to claim 1, wherein said plurality of betting-type game devices at the central casino include at least one in which the action involving an element of chance to occur at the game device is an action effected by a house person at the central station.
 - 5. (Original) The system according to claim 4, wherein said central station includes a display for each game device; and said data processor means displays at the central

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station the bet placed by each player with respect to each game device, and the current account for each player.

6. (Original) The system according to claim 5, wherein said at least one game device at the central station includes a table on which the action involving an element of chance is to be effected by the house person at the central station.
7. (Original) The system according to claim 6, wherein said table is a card table for playing a card game and has a player position for each of the players to play a card game at the table; said central station including a camera for each player position of said card table, and a display for displaying the bet and current account of the player at each player position of said card table; said input means at each player station including means enabling the player thereat to input commands to the house person at the central station relating to choices made by the player in playing the card game.
8. (Original) The system according to claim 7, wherein said central station further includes an input device, operated by the house person for the respective game device at the central station, for inputting information relating to each player position of said card table.
9. (Original) The system according to claim 8, wherein said input device operated by the house person is a keyboard including a plurality of keys selectively depressible by the house person to transmit to the monitor of a selected player information relating to the respective player.
10. (Original) The system according to claim 7, wherein at least some of said player stations include a camera selectively energizable by the player thereat for transmitting the player's image to the display of the respective player position at the card table.

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11. (Original) The system according to claim 7, wherein there is a separate display at the central station for each player position at each card table at the central station.
12. (Original) The system according to claim 7, wherein said command input means includes a manual device for manually inputting said commands.
13. (Original) The system according to claim 7, wherein said command input means includes a microphone for voice inputting said commands.
14. (Original) The system according to claim 7, wherein said command input means includes a camera for visually inputting said commands.
15. (Original) The system according to claim 6, wherein said table is a roulette table including a roulette wheel, said roulette table being displayed in the monitor at the respective player station such that the player may place a bet thereon by the input means at the player station.
- B 16. (Original) The system according to claim 1, wherein said plurality of betting-type game devices at the central station includes at least one in which the action involving an element of chance to occur at the selected game device is an action effected by the player at the player station.
17. (Original) The system according to claim 16, wherein said at least one game device is a slot machine to be activated remotely by the player at the player station.
18. (Original) The system according to claim 16, wherein said at least one game device is a dice game for dice to be thrown remotely by the player at the player station.
19. (Original) The system according to claim 1, wherein said central station is an actual casino which includes a plurality of different-type game devices selectable by a player at a player station, including a first group of game devices in which the action

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involving an element of chance is one effected by the player at the player station, and a second group of game devices in which the action involving an element of chance is one effected by a house person at the casino; each game device further including a microphone, and each player station including a speaker enabling a player at the respective player station to hear, as well as to see, what occurs at the selected game device as it occurs at the casino.

20. (Original) The system according to claim 19, wherein said first group of game devices include slot machines, and said second group of game devices include tables each having a plurality of player positions.
21. (Original) The system according to claim 1, wherein said data processor means includes: a data processor at each player station, a data processor at the central station for each game device thereat, a central data processor for all the game devices at the central station, and a communication system establishing communication between all said data processors.
22. (Original) The system according to claim 21, wherein there are a plurality of said central stations connected together in a network; said data-processor means enabling the player at said player station to select both a central station, and a game device thereat, for placing a bet.
23. (Original) The system according to claim 21, wherein said communication system includes the internet communication network.
24. (Original) The system according to claim 21, wherein said communication system is a dedicated communication network using public telephone lines for communication between the central station and the player stations.

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25. (Original) The system according to claim 1, wherein said plurality of player stations are at different locations.

26. (Original) The system according to claim 1, wherein said plurality of player stations are at a common location.

27. (Currently Amended) A method of providing gambling services, comprising:

providing a central station with a plurality of betting type game devices each involving an element of chance, and an electronic camera for each game device;

providing each of a plurality of player stations, remotely located with respect to said central station, with a monitor for displaying a selected game device at the central station, and input means for selecting a game device, ~~and~~ placing a bet by a player at the player's station relating to an action involving an element of chance to occur at the selected game device and effectuating said action; and

providing data processing means at said central station and said player stations for:

(a) establishing communication between said central station and each of said player stations;

(b) enabling a player at each player station via the input means at the player station to select a game device at the central station, to see via the monitor at the player station what occurs at the selected game device, and to place a bet

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via the input means at the player station relating to the action involving an element of chance to occur at the selected game device;

(c) displaying in the monitor at the player's station the action involving an element of chance as the action occurs at the selected game device, taken by said electronic camera;

(d) determining whether the action, after it occurs, resulted in a "win" or "loss" of the placed bet; and

(e) maintaining a current account for the player in which each win is registered as a credit, and each non-win is registered as a debit, according to the rules and rates of the selected game device;

wherein said monitor is adapted to display a movie picture taken from said electronic camera.

28. (Original) The method according to claim 27, wherein said central station is also provided with a microphone at each game device and each of said player stations is also provided with a speaker enabling a player at each player station to hear, as well as to see, what occurs at the selected game device as it occurs at the central station.

29. (Original) The method according to claim 27, wherein each player station also continuously displays and updates the current account of the respective player.

30. (Original) The method according to claim 27, wherein said plurality of betting-type game devices at the central station includes at least one in which the action involving an element of chance to occur at the game device is an action effected by a house person at the central station.

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31. (Original) The method according to claim 27, wherein said central station includes a display for each game device; and said data processor means displays at the central station the bet placed by each player with respect to each game device, and the current account for each player.
32. (Original) The method according to claim 27, wherein said at least one game device at the central station includes a table on which the action involving an element of chance is to be effected by the house person at the central station.
33. (Original) The method according to claim 32, wherein said table is a card table for playing a card game and has a player position for each of the players to play a card game at the table; said central station including a camera for each player position of said card table, and a display for displaying the bet and current account of the player at each player position of said card table; said input means at each player station including means enabling the player thereat to input commands to the house person at the central station relating to choices made by the player in playing the card game.
34. (Original) The method according to claim 27, wherein said central station further includes an input device, operated by the house person for the respective game device at the central station, for inputting information relating to each player position of said card table.
35. (Original) The method according to claim 34, wherein said input device operated by the house person is a keyboard including a plurality of keys selectively depressible by the house person to transmit to the display of a selected player information relating to the respective player.

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36. (Original) The method according to claim 34, wherein at least some of said player stations include a camera selectively energizable by the player thereat for transmitting the player's image to the display of the respective player position at the card table.
37. (Original) The method according to claim 34, wherein there is a separate display at the central station for each player position at each card table at the central casino.
38. (Original) The method according to claim 27, wherein said command input means includes a manual device for manually inputting said commands.
39. (Original) The method according to claim 38, wherein said command input means includes a microphone for voice inputting said commands.
- B 40. (Original) The method according to claim 38, wherein said command input means includes a camera for visually inputting said commands.
41. (Original) The method according to claim 32, wherein said table is a roulette table including a roulette wheel, said roulette table being displayed in the monitor at the respective player station such that the player may place a bet thereon by the input means at the player station.
42. (Original) The method according to claim 27, wherein said plurality of betting-type game devices at the central station includes at least one in which the action involving an element of chance to occur at the selected game device is an action effected by the player at the player station.
43. (Original) The method according to claim 42, wherein said at least one game device is a slot machine to be activated remotely by the player at the player station.

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44. (Original) The method according to claim 42, wherein said at least one game device is a dice game for dice to be thrown remotely by the player at the player station.
45. (Original) The method according to claim 27, wherein said central station is an actual casino which includes a plurality of different-type game devices selectable by a player at a player station, including a first group of game devices in which the action involving an element of chance is one effected by the player at the player station, and a second group of game devices in which the action involving an element of chance is one effected by a house person at the casino; each game device further including a microphone, and each player station including a speaker enabling a player at the respective player station to hear, as well as to see, what occurs at the selected game device as it occurs at the casino.
- B 46. (Original) The method according to claim 45, wherein said first group of game devices include slot machines, and said second group of game devices include tables each having a plurality of player positions.
47. (Original) The method according to claim 45, wherein said data processor means includes: a data processor at each player station, a data processor at the casino for each game device thereat, a central data processor for all the game devices at the casino, and a communication system establishing communication between all said data processors.
48. (Original) The method according to claim 45, wherein there are a plurality of said casinos connected together in a network; said data-processor means enabling the player at said player station to select both a casino, and a game device thereat, for placing a bet.
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49. (Original) The method according to claim 45, wherein said communication system includes the internet communication network.

50. (Original) The method according to claim 45, wherein said communication system is a dedicated communication network using public telephone lines for communication between the casino and the player stations.

B 51. (Original) The method according to claim 45, wherein said plurality of player stations are at different locations.

52. (Original) The method according to claim 45, wherein said plurality of player stations are at a common location.
